

Fig. 1

Control 1:

Control 2:

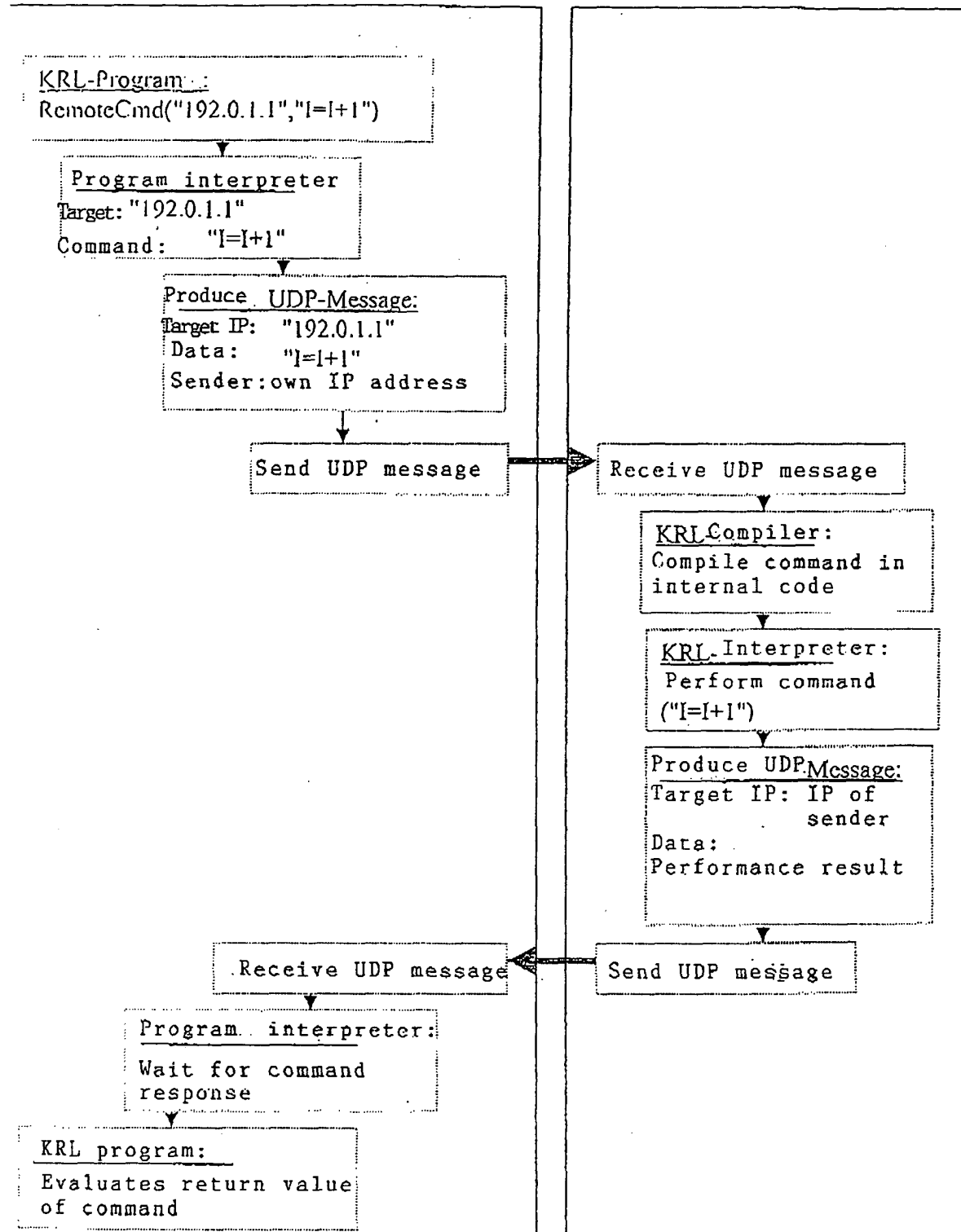


Fig. 2

```

Def Server ( )      Control 1
:
:
:
;-- wait for the clients to finish the old task --
RemoteCmd (Client_1_IP[ ], "Wait for Task==#Idle")
RemoteCmd (Client_2_IP[ ] [ ], "Wait for
(Task==#Idle)")
;-- spawn a new client task --
RemoteCmd (Client_1_IP[ ] [ ], "Task = #Weld")
RemoteCmd (Client_2_IP[ ] [ ], "Task = #Fetch")
:
:
;-- do anything --
Fetch_Server_Part ( )
:
:
RemoteCmd (Client_1_IP[ ] [ ], "Wait for Task==#Idle")
RemoteCmd (Client_2_IP[ ] [ ], "Wait for Task==#Idle")
:
:
End

```

```

Control 2:
Def Client_1 ( )
Loop
  Wait for Task<=>#Idle
  Switch Task
  Case #Weld
    WeldPart ( )
  Case #Fetch
    FetchPart ( )
  Default
    Error Message...
  EndSwitch
  Task=#Idle
Endloop
End

```

```

Control 3:
Def Client_2 ( )
Loop
  Wait for Task<=>#Idle
  Switch Task
  Case #Weld
    WeldPart ( )
  Case #Fetch
    FetchPart ( )
  Default
    Error Message...
  EndSwitch
  Task=#Idle
Endloop
End

```

Fig. 3